

## Decision Tree Example with Categorical Input Variables

### Problem

The dataset shown below has categorical attributes (Outlook, Temperature, Humidity, Wind) and the target variable is whether or not to play the match (Play Match). Build a Decision Tree for the same.

Day	Outlook	Temperature	Humidity	Wind	Play Match
$D_1$	Sunny	Hot	High	Weak	No
$D_2$	Sunny	Hot	High	Strong	No
$D_3$	Overcast	Hot	High	Weak	Yes
$D_4$	Rainy	Mild	High	Weak	Yes
$D_5$	Rainy	Cool	Normal	Weak	Yes
$D_6$	Rainy	Cool	Normal	Strong	No
$D_7$	Overcast	Cool	Normal	Strong	Yes
$D_8$	Sunny	Mild	High	Weak	No
$D_9$	Sunny	Cool	Normal	Weak	Yes
$D_{10}$	Rainy	Mild	Normal	Weak	Yes
$D_{11}$	Sunny	Mild	Normal	Strong	Yes
$D_{12}$	Overcast	Mild	High	Strong	Yes
$D_{13}$	Overcast	Hot	Normal	Weak	Yes
$D_{14}$	Rainy	Mild	High	Strong	No

## Solution

### Entropy of the Entire Dataset

To calculate the entropy of the entire dataset, we use the formula:

$$E = \sum_i -p_i \log p_i = -p_{\text{no}} \log_2 (p_{\text{no}}) - p_{\text{yes}} \log_2 (p_{\text{yes}})$$

where  $p_{\text{yes}}$  is the proportion of positive examples (Yes), and  $p_{\text{no}}$  is the proportion of negative examples (No).  
In the dataset:

- Yes (Play Match) = 9 instances
- No (Play Match) = 5 instances
- Total = 14 instances

$$p_{\text{yes}} = \frac{9}{14}, \quad p_{\text{no}} = \frac{5}{14}$$

Now, we can plug these values into the entropy formula:

$$E = - \left( \frac{5}{14} \log_2 \frac{5}{14} \right) - \left( \frac{9}{14} \log_2 \frac{9}{14} \right)$$

$$E = 0.94$$

### All possible splits

The splitting can happen either at the 'Weather' attribute or the 'Temperature' attribute or the 'Humidity' attribute or the 'Wind' attribute.

We will calculate the entropy and information gain for all the attributes and determine the splits for the decision tree.

### Information Gain for the Attribute "Outlook"

We now calculate the entropy for each value of the Outlook attribute. There are three possible values for Outlook: Sunny, Overcast, and Rainy.

**Entropy calculation for Sunny** There are five days (namely  $D_1$ ,  $D_2$ ,  $D_8$ ,  $D_9$  and  $D_{11}$ ) for which the Outlook is Sunny. Among these five days, three days (namely  $D_1$ ,  $D_2$  and  $D_8$ ) have the output label (Match played) as 'No'. The other two days (namely  $D_9$  and  $D_{11}$ ) have the output (Match played) label as 'Yes'. Therefore, we have  $p_{\text{no}} = \frac{2}{5}$  and  $p_{\text{yes}} = \frac{3}{5}$ . Hence, the entropy would be

$$E_{\text{sunny}} = -p_{\text{no}} \log_2(p_{\text{no}}) - p_{\text{yes}} \log_2(p_{\text{yes}}) = -\left(\frac{2}{5} \log_2 \frac{2}{5} + \frac{3}{5} \log_2 \frac{3}{5}\right)$$

Since  $p_{\text{yes}} = 0$  and  $p_{\text{no}} = 1$ , the entropy becomes:

$$\Rightarrow E_{\text{sunny}} = 0.971$$

**Entropy calculation for Overcast and Rainy** Likewise, for Overcast and Rainy, the entropy values can be computed as

$$E_{\text{overcast}} = -\left(\frac{0}{4} \log_2 \frac{0}{4} + \frac{4}{4} \log_2 \frac{4}{4}\right) = 0$$

$$E_{\text{rainy}} = -\left(\frac{2}{5} \log_2 \frac{2}{5} + \frac{3}{5} \log_2 \frac{3}{5}\right) = 0.971$$

### Weighted Average Entropy for Outlook

Out of the 14 days, since there are five days with sunny outlook, four days with overcast outlook and five days with rainy outlook, the corresponding weights would be  $\frac{5}{14}$ ,  $\frac{4}{14}$  and  $\frac{5}{14}$ , respectively. Hence, the weighted average of entropy for outlook is given by

$$E' = \frac{5}{14} \times E(\text{sunny}) + \frac{4}{14} \times E(\text{overcast}) + \frac{5}{14} \times E(\text{rainy})$$

$$\Rightarrow E' = \frac{5}{14} \times 0.971 + \frac{4}{14} \times 0 + \frac{5}{14} \times 0.971 = 0.694$$

### Information Gain for Outlook

$$IG_{\text{outlook}} = E - E' = 0.94 - 0.694 = 0.247$$

Similarly, the information gain ( $IG$ ) values for other attributes are calculated and shown in the table below.

Feature	$i$	Entropy ( $E_i$ )	Weighted Entropy ( $E'$ )	Information Gain ( $IG$ )
Outlook	Sunny	$-\frac{2}{5}\log_2\frac{2}{5} - \frac{3}{5}\log_2\frac{3}{5} = 0.971$	$\frac{5}{14}E_{\text{sunny}} + \frac{4}{14}E_{\text{overcast}} + \frac{5}{14}E_{\text{rainy}} = 0.694$	$E - E' = 0.94 - 0.694 = 0.247$
	Overcast	$-\frac{0}{4}\log_2\frac{0}{4} - \frac{4}{4}\log_2\frac{4}{4} = 0$		
	Rainy	$-\frac{2}{5}\log_2\frac{2}{5} - \frac{3}{5}\log_2\frac{3}{5} = 0.971$		
Temperature	Hot	$-\frac{2}{4}\log_2\frac{2}{4} - \frac{2}{4}\log_2\frac{2}{4} = 1$	$\frac{5}{14}E_{\text{hot}} + \frac{4}{14}E_{\text{mild}} + \frac{5}{14}E_{\text{cool}} = 0.911$	$E - E' = 0.94 - 0.911 = 0.029$
	Mild	$-\frac{2}{6}\log_2\frac{2}{6} - \frac{4}{6}\log_2\frac{4}{6} = 0.918$		
	Cool	$-\frac{1}{4}\log_2\frac{1}{4} - \frac{3}{4}\log_2\frac{3}{4} = 0.811$		
Humidity	High	$-\frac{4}{7}\log_2\frac{4}{7} - \frac{3}{7}\log_2\frac{3}{7} = 0.985$	$\frac{7}{14}E_{\text{high}} + \frac{7}{14}E_{\text{normal}} = 0.788$	$E - E' = 0.94 - 0.788 = 0.152$
	Normal	$-\frac{1}{7}\log_2\frac{1}{7} - \frac{6}{7}\log_2\frac{6}{7} = 0.592$		
Wind	Strong	$-\frac{3}{6}\log_2\frac{3}{6} - \frac{3}{6}\log_2\frac{3}{6} = 1$	$\frac{6}{14}E_{\text{strong}} + \frac{8}{14}E_{\text{weak}} = 0.892$	$E - E' = 0.94 - 0.892 = 0.048$
	Weak	$-\frac{2}{8}\log_2\frac{2}{8} - \frac{6}{8}\log_2\frac{6}{8} = 0.811$		

### Branches After Splitting on Outlook attribute

From the table, since the information gain for 'Outlook' attribute is the highest amongst all, we split on Outlook. Hence, the Outlook attribute is considered to perform branching, which is shown in Figure 1. We now consider the branches for each Outlook condition.

#### Branch 1: Outlook = Sunny

For this branch, the dataset is reduced to:

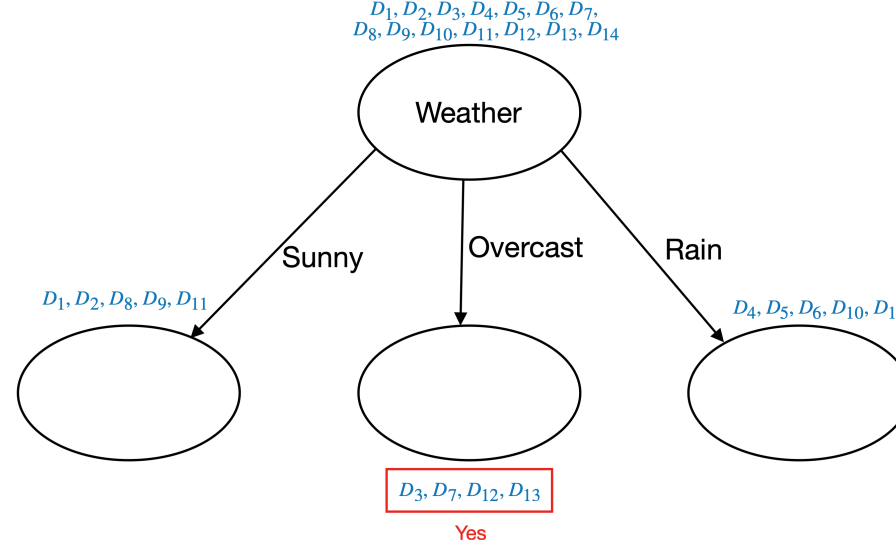
Day	Outlook	Temperature	Humidity	Wind	Play Match
$D_1$	Sunny	Hot	High	Weak	No
$D_2$	Sunny	Hot	High	Strong	No
$D_8$	Sunny	Mild	High	Weak	No
$D_9$	Sunny	Cool	Normal	Weak	Yes
$D_{11}$	Sunny	Mild	Normal	Strong	Yes

Since the output labels include both "No" and "Yes", further splits are needed for this branch.

$$E = -p_{\text{no}} \log_2(p_{\text{no}}) - p_{\text{yes}} \log_2(p_{\text{yes}}) = -\left(\frac{3}{5} \log_2 \frac{3}{5} + \frac{2}{5} \log_2 \frac{2}{5}\right)$$

$$E = 0.971$$

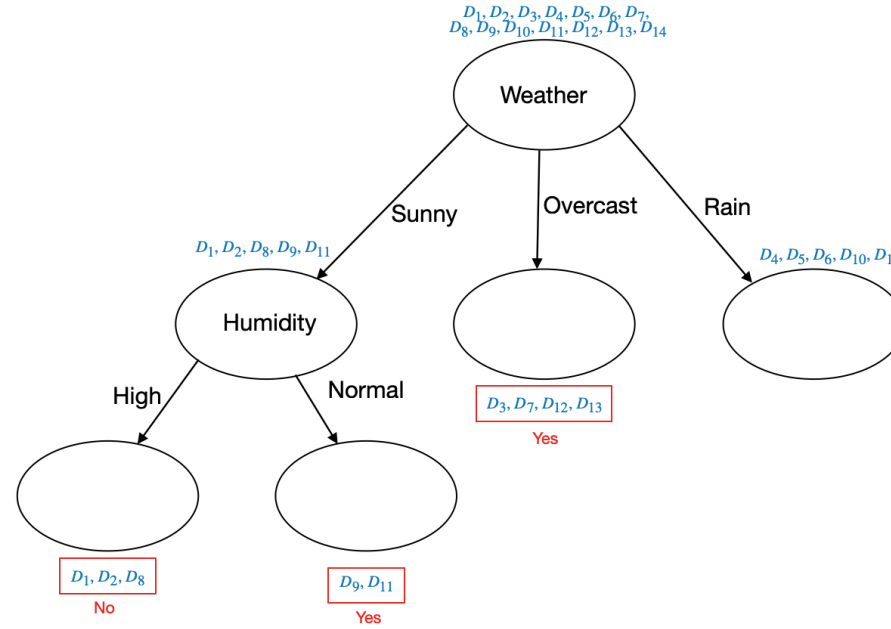
Figure 1: Branches after splitting on outlook attribute



**Further splits** Information Gain values are shown in the below table for all possible further splits. From the table, since the information gain for 'Humidity' attribute is the highest amongst all, we split on Humidity. Hence, the Humidity attribute is considered to perform branching, which is shown in Figure 2.

Feature	$i$	Entropy ( $E_i$ )	Weighted Entropy ( $E'$ )	Information Gain ( $IG$ )
Temperature	Hot	$-\frac{2}{5} \log_2 \frac{2}{5} - \frac{0}{5} \log_2 \frac{0}{5} = 0$	$\frac{2}{5} E_{\text{hot}} + \frac{2}{5} E_{\text{mild}} + \frac{1}{5} E_{\text{cool}} = 0.4$	$E - E' = 0.971 - 0.4 = 0.571$
	Mild	$-\frac{1}{5} \log_2 \frac{1}{5} - \frac{1}{5} \log_2 \frac{1}{5} = 1$		
	Cool	$-\frac{0}{5} \log_2 \frac{0}{5} - \frac{1}{5} \log_2 \frac{1}{5} = 0$		
Humidity	High	$-\frac{3}{5} \log_2 \frac{3}{5} - \frac{0}{5} \log_2 \frac{0}{5} = 0$	$\frac{3}{5} E_{\text{high}} + \frac{2}{5} E_{\text{normal}} = 0$	$E - E' = 0.971 - 0 = 0.971$
	Normal	$-\frac{0}{5} \log_2 \frac{0}{5} - \frac{2}{5} \log_2 \frac{2}{5} = 0$		
Wind	Strong	$-\frac{1}{5} \log_2 \frac{1}{5} - \frac{1}{5} \log_2 \frac{1}{5} = 1$	$\frac{2}{5} E_{\text{strong}} + \frac{3}{5} E_{\text{weak}} = 0.951$	$E - E' = 0.971 - 0.951 = 0.02$
	Weak	$-\frac{2}{3} \log_2 \frac{2}{3} - \frac{1}{3} \log_2 \frac{1}{3} = 0.918$		

Figure 2: Branches after further splitting on humidity attribute



Here, both the resulted nodes are leaf nodes<sup>1</sup>. Hence, there is no further splitting required.

#### Branch 2: Outlook = Overcast

For this branch, the dataset is reduced to:

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<sup>1</sup>A leaf node is a node in which all the points from the dataset belong to a single class.

Day	Outlook	Temperature	Humidity	Wind	Play Match
$D_3$	Overcast	Hot	High	Weak	Yes
$D_7$	Overcast	Cool	Normal	Strong	Yes
$D_{12}$	Overcast	Mild	High	Strong	Yes
$D_{13}$	Overcast	Hot	Normal	Weak	Yes

$$E = 0$$

Since all instances lead to "Yes", no further splits are needed for this branch.

### Branch 3: Outlook = Rainy

For this branch, the dataset is reduced to:

Day	Outlook	Temperature	Humidity	Wind	Play Match
$D_4$	Rainy	Mild	High	Weak	Yes
$D_5$	Rainy	Cool	Normal	Weak	Yes
$D_6$	Rainy	Cool	Normal	Strong	No
$D_{10}$	Rainy	Mild	Normal	Weak	Yes
$D_{14}$	Rainy	Mild	High	Strong	No

Since the output labels include both "No" and "Yes", further splits are needed for this branch.

$$E = -p_{\text{no}} \log_2(p_{\text{no}}) - p_{\text{yes}} \log_2(p_{\text{yes}}) = -\left(\frac{2}{5} \log_2 \frac{2}{5} + \frac{3}{5} \log_2 \frac{3}{5}\right)$$

$$E = 0.971$$

**Further splits** From the below table, since the information gain for 'Wind' attribute is the highest amongst all, we split on Wind. Hence, the Wind attribute is considered to perform branching, which is shown in Figure 3.

Here, both the resulted nodes are leaf nodes. Hence, there is no further splitting required.

Feature	$i$	Entropy ( $E_i$ )	Weighted Entropy ( $E'$ )	Information Gain ( $IG$ )
Temperature	Mild	$-\frac{1}{3}\log_2\frac{1}{3} - \frac{2}{3}\log_2\frac{2}{3} = 0.918$	$\frac{3}{5}E_{\text{mild}} + \frac{2}{5}E_{\text{cool}} = 0.951$	$E - E' = 0.971 - 0.951 = 0.02$
	Cool	$-\frac{1}{2}\log_2\frac{1}{2} - \frac{1}{2}\log_2\frac{1}{2} = 1$		
Humidity	High	$-\frac{1}{2}\log_2\frac{1}{2} - \frac{1}{2}\log_2\frac{1}{2} = 1$	$\frac{2}{5}E_{\text{high}} + \frac{3}{5}E_{\text{normal}} = 0.951$	$E - E' = 0.971 - 0.951 = 0.02$
	Normal	$-\frac{1}{3}\log_2\frac{1}{3} - \frac{2}{3}\log_2\frac{2}{3} = 0.918$		
Wind	Strong	$-\frac{2}{5}\log_2\frac{2}{5} - \frac{0}{5}\log_2\frac{0}{5} = 0$	$\frac{2}{5}E_{\text{strong}} + \frac{3}{5}E_{\text{weak}} = 0$	$E - E' = 0.971 - 0 = 0.971$
	Weak	$-\frac{0}{3}\log_2\frac{0}{3} - \frac{3}{3}\log_2\frac{3}{3} = 0$		

Figure 3: Branches after further splitting on wind attribute

